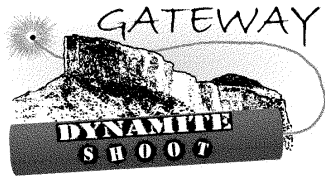


Welcome to the...



We are glad to have you as our guests and appreciate your support for our fire department and our community. Here is a quick guide to our event that answers some of the questions you may have. Please enjoy the sights and sounds of this unique event and have a very safe day.

*-The Gateway – Unawep Fire Department
The Gateway Community Club
The Gateway School*

TICKET NOTES:

OUR BOARD HAS DISCUSSED A "DAILY PASS" ENTRY FEE PROCESS AND WE WILL, SOME DAY, BE USING THAT. WE WELCOME YOUR THOUGHTS!

HOWEVER, FOR NOW, MAY 2007 TICKETS WILL BE SOLD JUST AS WE HAVE SOLD THEM AT PAST SHOOT:

*** TICKETS ARE SOLD ON A "PER SHOT" BASIS
* \$2 PER TICKET WITH THE RANGE STILL CHARGING 2 TICKETS PER TURN, ETC.**

TICKETS GO ON SALE AROUND 8:30 AM AND YOU CAN BUY AS MANY AS YOU LIKE THROUGH ABOUT 3:30 PM.

NO REFUNDS FOR UNUSED TICKETS.

A very special thanks goes out to Gateway Excavation for their continued support of this event. They supply and handle our explosives and without them this event would not exist. Please support them by contacting them for all your excavation and precision blasting needs.

They can be reached at 970-263-4322.

HISTORY

Our Dynamite Shoot has existed in one form or another in and around Gateway since 1948. It began as a "Turkey Shoot" and in the mid 1970's was changed to an event where explosives were used as targets. In the early days a single target was set out on the range and shot at until it detonated. Once hit, the range was shut down while a new target was placed.

Today the event has grown to be one of the top shoots in the Country. It attracts sport shooters from hundreds of miles away including regular shooters from as far away as California, Ohio and Texas.

We currently place about 140 targets on the dynamite ranges and, weather permitting; usually will see most of them hit during the day. The event pays out over \$5,000 in prize money to shooters and collects about the same for the Gateway – Unawep Fire Department (from which we deduct expenses for the shoot). This money is used for our general expenses fund and buys the myriad of supplies needed in the expensive business of fire protection and EMS care.

Each explosive target on the dynamite shoot ranges consist of an empty soda can that is packed with an explosive product known as UniGel. Once filled, the charge is wrapped in foil and duct tape and then is taped to a wooden stake on the range. All targets are the same size and carry the same charge. On occasion, we will place a target "on end" so the shooter is aiming at the bottom of the target. This is used to test the shooters skill, as the target is quite a bit smaller than the "normal" target.

A target is considered "hit" when it explodes. Some targets get shot off their wooden stakes or get their flagging material blown away but that is not considered a hit.

At the end of the day all unused charges are collected from the range and disposed of safely and properly. At that time the range is picked clean of any debris and left in better condition than we found it earlier in the week.

The shoot is also a fundraiser for the Gateway School and the Gateway Community Club. They earn money by selling food and hosting various events such as pie eating contests. PLEASE visit them at the range and in the Community Center! They too need your support and have great food to offer. We thank them for their support and are proud to host this event with them.

RULES

The following are general rules to follow at this event.

1) **ALCOHOL and DRUG USE are not allowed at the event or on the grounds.** This is a



professional sport-shooting event and there is an expectation that this rule will be respected at all times.

2) **GUN SAFETY is STRICTLY enforced!** Unless you are on the shooting line and are ready to shoot keep all **chambers and magazines EMPTY and all muzzles pointed UP.** We request you single load and not use your rifle magazine in the OFF HAND and BENCH REST matches.

3) **Every shooter age 14 and under must have adult supervision and carry their current Hunter Safety Card**

4) To win on a dynamite shooting range your shot must detonate the target. If the target did not explode you did not hit it.

5) If a target in a dynamite range is for any reason knocked off its stake it is still considered a valid target if it can still be seen and shot at. If the target can no longer be seen or shot at then the pool of tickets accumulated for that target move to a new target on that range and shooting continues.

6) Once a target is detonated on a dynamite range, that line is shut down until the winner is cashed out. The line judge will choose the next target for that line.

7) **Any cartridge based on the 50 BMG or larger case is not allowed.**

8) **Muzzle breaks are allowed**

9) The range boss has final say on all range disputes, questions, disagreements, etc.

STAY IN THE LOOP! KEEP UP TO DATE ON THE GATEWAY DYNAMITE SHOOT AT THIS YAHOO GROUP:

<http://groups.yahoo.com/group/GatewayDynamiteShoot/>

WHERE TO SHOOT

We offer six ranges at the shoot:

- 1) **OFF HAND** – This range has targets set from 100 – 230 yards. It is located to the far left of the dynamite shooting ranges. Shooting is performed “Off Hand” meaning your feet may touch the ground and your hands may touch your gun. No other part of your body can lean against or brace against any object. Guns with scopes and iron sights are allowed.
- 2) **BR HUNTING RIFLE** – This is a 350 – 430 yard range. Shooters MUST use STANDARD – UNMODIFIED HUNTING RIFLES to shoot at these targets. **Scopes can be set NO HIGHER than 6x.** The benches for this range are at the far RIGHT of the dynamite ranges (under the metal-roofed canopy).
- 3) **UNLIMITED RANGE** – These targets are set at 550 – 610 yards. There is no limit set on the scope power. These benches are located to the LEFT of the **BR HUNTING RIFLE** area.
- 4) **BIG DOG** – These targets are set at 800 – 830 yards with an elevation gain of over 600 feet. No limit on the scope power. These benches are located to the LEFT of the **UNLIMITED RANGE** benches.
- 5) **RUNNING DEER** – Is a range located before you get to the ticket area and on the left. Compete with others to hit targets on moving wooden deer!
- 6) **PISTOL SHOOT** - This range is located behind and to the right of the ticket booth. Compete with others for accuracy.

HOW TO COMPETE

- **OFF HAND** – Pre-register for this event at the ticket booth. When it is your turn the line judge will direct you to the proper station and inform you of the target you are to shoot at.
- **BR HUNTING RIFLE, UNLIMITED RANGE and BIG DOG** – When it is your turn the line judge will inform you of the target you are to shoot at. You get TWO shots at the target. If you hit it, you win. When your shots are completed, if you have not hit the target, you and your rifle must rotate to the end of the line if you intend to continue competing.

- **RUNNING DEER and PISTOL SHOOT** – Pre-register for this event at the ticket booth. When it is your turn to compete your name will be announced. Proceed to the range and shoot straight.

HOW YOU WIN

- **OFF HAND** – When you hit a target your ticket will be validated and you can pick up your prize at the prize counter.
- **BR HUNTING RIFLE, UNLIMITED RANGE and BIG DOG** – when you hit a target you will report to the prize counter where you can pick up your winnings. Winnings amount to half the cash value of the tickets accumulated in the pot for the target you hit.
- **RUNNING DEER and PISTOL SHOOT** – The most accurate shooter of each event wins...the line judge will accompany you to the prize counter.

FOOD

BREAKFAST is available from the **Community Club** at the **Community Center** until they have sold out of all their pancakes. They also serve pie, ice cream and coffee.

BURGERS and HOT DOGS are available at the range and are provided by the **Gateway School**. They also serve chips, sodas, candy, etc.

VOLUNTEERS

This event is made possible by the work of MANY volunteers. There are simply too many to thank in this short space. The scores of tasks required to run this event are usually beyond the scope of our limited manpower and if there are delays in any of the events we apologize. As the event has gained in popularity and more patrons attend our limited staff is increasingly taxed. **IF YOU CAN HELP (serve as a line judge or help with set up or clean up) your services can be used!** Please talk to any volunteer if you can spare an hour or so...we are all pooped by the end of this event and can certainly use the help!

TAKE A BREAK!

Get away from the noise and sun and walk down to our **Community Center** where you will find fun games and events for the entire family. There are also vendors offering many unique items for sale while the Community Club sells food, pie, ice cream and coffee. There is cool water at the drinking fountain and clean rest rooms too. Don't forget to



spend time enjoying the beautiful sights of the area...unique landscapes and geology that we call “home”.

THANK YOU!

Again, we hope you enjoy your visit to our community. **Please drive safely going home and we hope to see you again at the next shoot which will be held on May 5, 2007.** Information on the shoot is available on line at this address: www.acsol.net/~firedept/dynamite.html ...and, if you visit there, send us an email from the links available and we will put you on our email list. You may also register for our snail mail list at the ticket booth.



LET'S STAY IN TOUCH!

You can contact the Gateway – Unaweep Fire Department through our web site at www.acsol.net/~firedept/

or keep in the loop for the Dynamite Shoot at this yahoo group:

[http://
groups.yahoo.com/
group/
GatewayDynamiteShoot/](http://groups.yahoo.com/group/GatewayDynamiteShoot/)

Note that this group will be the primary source for shoot news, updates, dates, etc. Your membership and participation is